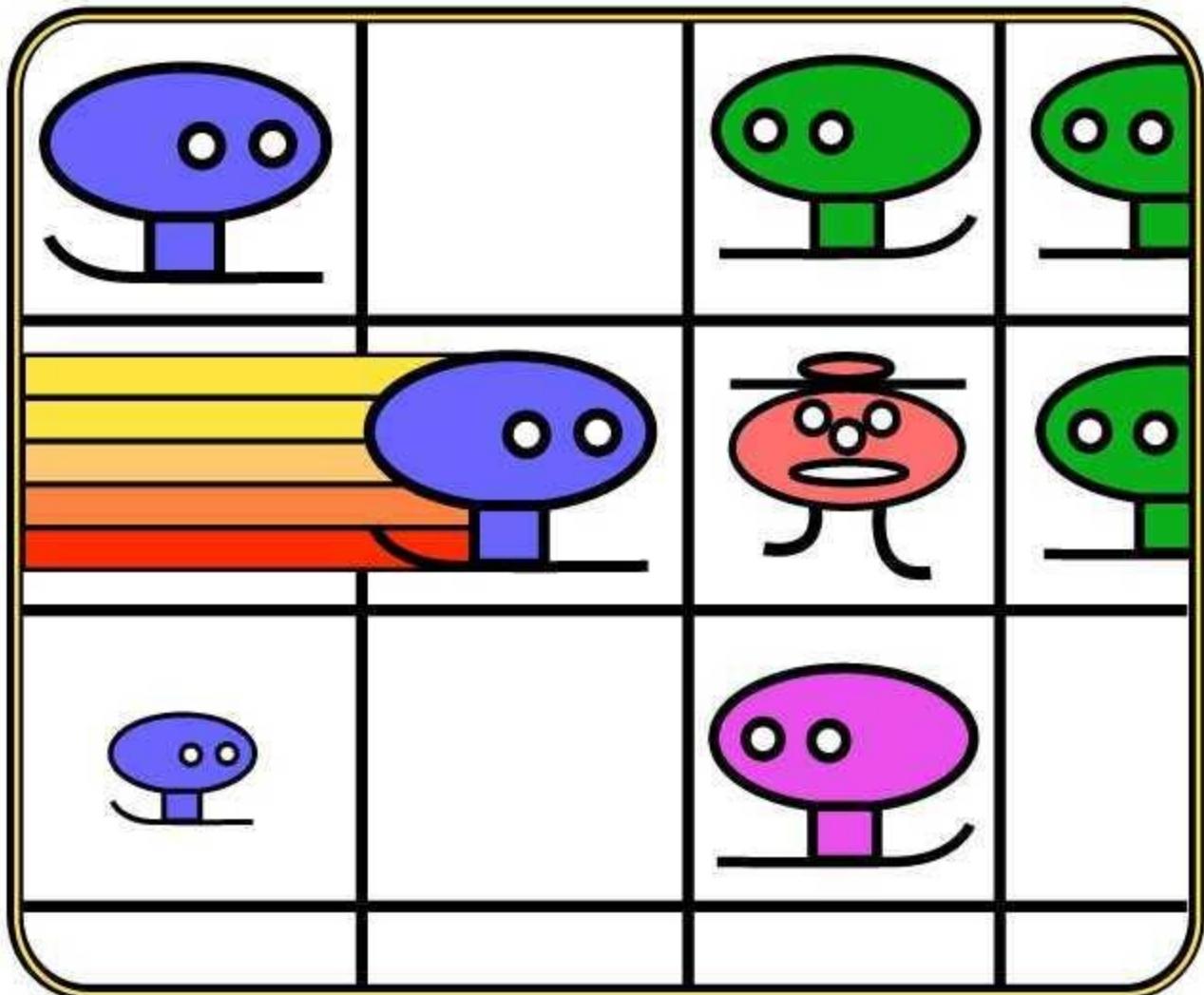


ACTIVISION®

KABOBBER™

INSTRUCTIONS



Krafty Kabbobbers are running amok and it's up to you to defeat them all, but beware! The kantankerous Kabobbers are hopping mad and kan hop on, and pop, your army of Buvskies in no time at all! You'll find strength in numbers while bobbing and weaving through the Kabobber grid - promote your Baby Buvskies for extra help in Guvsky busting! Reach Princess Buvsky before she devours the Rainbow Energy and viktory is yours!

ACTIVISION®

KABOBBER™ BASICS

The object of Kabobber is to catch Princess Buvsky before she reaches the magical Rainbow Energy of Kabobberland.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller. Plug in the right Joystick Controller if you want to play a two player game. When playing, hold the Joystick with the red button in the upper left position.
5. Difficulty switches are not used in Kabobber.
6. Select game with the game select switch. (See explanation under "Games")
7. To start, press game reset. Action begins immediately!
8. **Use of Joystick Controller.**
 - To move left, right, up, or down, move the Joystick Controller left, right, up or down.
 - To promote Baby Buvskies, press the red button.
 - To krush Enemies, move your Buvsky Troops over them.
9. **Scoring.** You score points by hopping on Enemies. Each Enemy is worth points, depending on the current round of the game, as follows:

Round 1 = 20 points

Round 2 = 40 points

Round 3 = 60 points

Round 4 = 80 points

and so on.

The numbers on the upper left side of the screen indicate the player's score.

10. **Time.** While there is no time clock, you must reach Princess Buvsky before she devours the magical Rainbow Energy field at the end of the grid. Keep a watchful eye on the monitor at the bottom of the screen.
11. **Enemies.** There are several different enemies in Kabobber:

Guvskies = Green Buvsky. They look just like your Buvsky troops, but they're mean and green.

Cholo = Red hat wearing monster. Slightly faster and more elusive than the Guvskies.

Struvskies = Strong Buvsky. These navy blue enemies are extremely strong and extremely fast, but they can be hopped on by an expert player.

Boots = Indestructable, quick, deadly. Avoid them at all costs. Boots cannot be hopped on and can cut through an entire row of Buvskies in the blink of an eye.

Eggs = Stationary, hatch Enemies of all types. Eggs can be hopped on if they are reached before they hatch.

12. End of game. The game ends when:

- a. You run out of Buvskies and Baby Buvskies, or
- b. Princess Buvsky reaches and devours the Magical Rainbow Energy.

If you lose all of your on-screen Buvsky troops, but still have Baby Buvskies in reserve, the game is not over! Quickly promote the Baby Buvskies to continue playing! Otherwise, they will simply disappear one by one until they are all gone. As long as you have at least one Buvsky on the grid, the Baby Buvskies will remain untouched.

If Princess Buvsky reaches the Magical Rainbow Energy, dont despair! You still have a very brief chance to kapture her before she finishes devouring the Energy, so keep on hoppin'!

GAMES

There are four games in Kabobber.

GAME ONE: STANDARD GAME. One player game. The game begins on grid one. Only Guvskies inhabit the first grid, and the game difficulty progresses with the successful completion of each grid. New Enemies appear as the game progresses.

GAME TWO: STANDARD GAME, TWO PLAYERS. This game is identical to game one, but two players take turns completing each grid.

GAME THREE: ADVANCED GAME, ONE PLAYER. This game begins on grid three, but is identical to game one in all other respects.

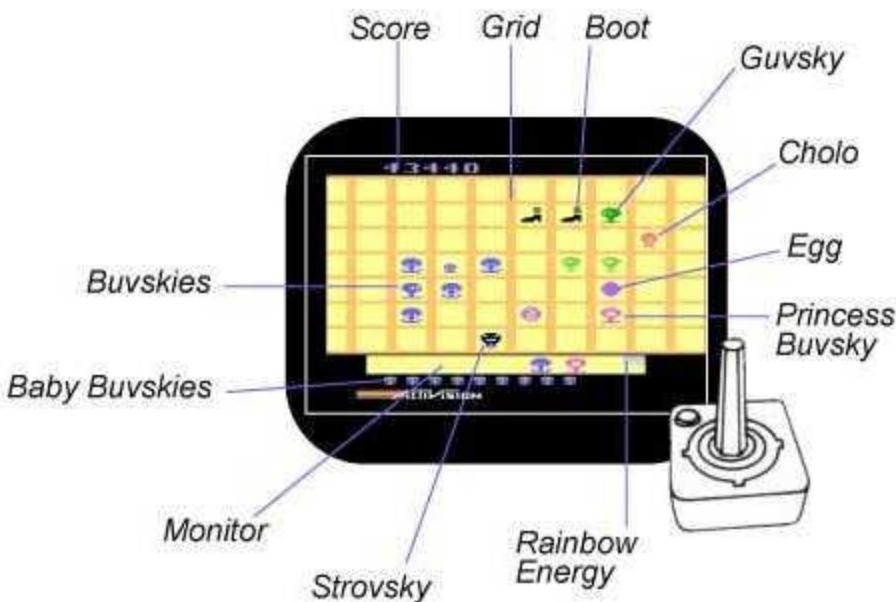
GAME FOUR: ADVANCED GAME, TWO PLAYERS. This game is identical to game three, but two players take turns completing each grid.

HOW TO PLAY KABOBBER™ BY ACTIVISION®

Grab a Joystick Controller and go -- that's the only way to become an accomplished Kabobber player! Practice makes perfect. Practice maneuvering your Buvsky troopers around the grid until you get a feel for their movement. To release Baby Buvskies, press the red button on the Joystick Controller. You can have a maximum of nine Buvskies on the grid at one time, so use them wisely. You also might want to experiment with different Buvsky formations to find which particular attack pattern best suits your style of play.

Keep moving. He who hesitates is lost, and he who hesitates in Kabobber quickly becomes hopped on by the band of Enemies. As long as you're moving against them, it's much more difficult for them to krush your Buvskies. Learn the different attack patterns of the Enemies and use that knowledge to your advantage.

Watch out for the dreaded Black Boots. They are indestructable and will quickly stomp any Buvskies in their path. Don't spend too much time going after all of the Green Kabobbers either, and keep an eye on the monitor at the bottom of the screen or you'll rapidly lose track of Princess Buvsky!



JOIN THE ACTIVISION KABASHERS

If you score 50,000 points or more in Kabobber by ACTIVISION, you're a top Kabobber Kapopper! Send us a picture of your television screen showing your qualifying score, along with your name and address, and we will add your name to the list of mighty Kabashers. Keep your eyes on the mail for your official Kabasher emblem. Be sure to write the name 'Kabobber' and your score on the bottom of the envelope.

HOW TO BECOME A KING KABOBBER™ WITH KABOBBER™ BY ACTIVISION®

Tips from Rex Bradford, designer of Kabobber™

Rex Bradford is a Designer at Activision. Before creating Kabobber™, Rex designed The Empire Strikes Back and Jedi Arena for Parker Brothers.

"It's a 'hop or be hopped' world! When you hop on enemies, you get a free Baby Buvsky in your bottom row. Try to build up a good reserve of Baby Buvskies in the earlier rounds. That way, you'll makes sure you have enough Buvskies at your disposal for the later rounds when the going gets rough!

"Really pay attention to the movement of the Enemy Kabobbers. The Cholos, for example, move slightly faster and more erratic than the Guvskies. You might wish to only attack the Guvskies and avoid the tougher opponents altogether, since the same amount of points are scored for any hopped enemy.

"Avoid the Boots at all costs, and stay away from the Strovskies as much as possible. While the Strovskies are able to be hopped, their increased strength and speed makes it a much more difficult maneuver to pull off.

"Drop me a line and let me know about your Ka-battles with Kabobber. I'd love to hear what you think of Kabobber, even if it's got you hopping mad!"

Look for more Activision video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.



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Instruction manual written, illustrated and designed by Dave Giarrusso.
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